Model No. 6114

Guide No. 76659A

TELSTAR™ Arcade

GAME RULES AND OPERATION OF TELSTAR CARTRIDGE NO. 4

PLAYS 3 VIDEO GAMES IN COLOR

3 Exciting Games • Naval Battle - 2 player • Speed Ball - 2 player • Blast-Away - 2 player • Automatic Digital Display Scoring • Realistic Audio Sounds • Each Game in Vivid Color

CASE NOTE: REFER TO YOUR REGULAR TELSTAR ARCADE INSTRUCTION GUIDE FOR CARTRIDGE INSERTION AND ANY REQUIRED TV ADJUSTMENTS. CAUTION: ALWAYS BE SURE "ON-OFF" SWITCH IS IN "OFF" POSITION BEFORE CHANGING CARTRIDGES. ALWAYS KEEP A CARTRIDGE SECURELY IN CONSOLE TO PROTECT ELECTRONIC CIRCUITS.

NAVAL BATTLE—2 player

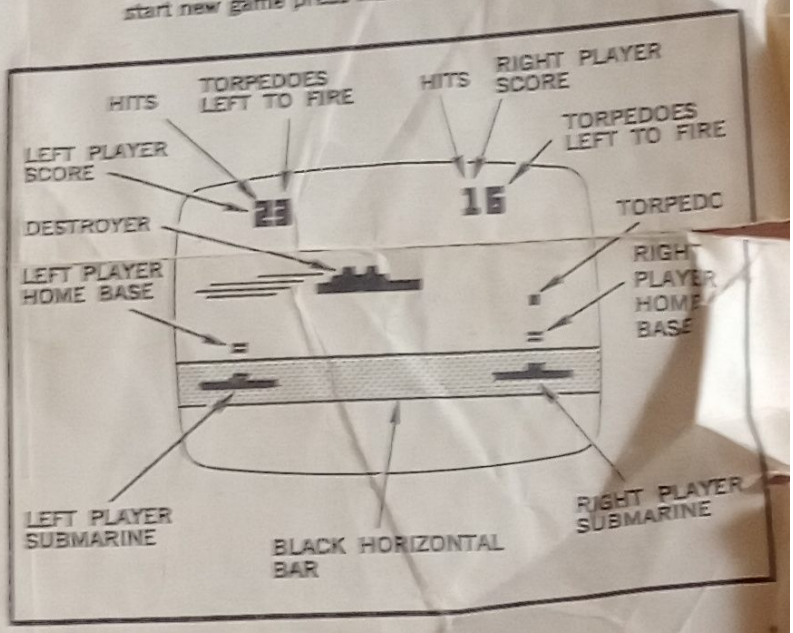
To start game — turn power ON.

1. Set GAME SELECTOR KNOB to GAME POSITION 1.
2. Game will automatically reset and both score displays will register "06." The number on left side of player's display will register hits made. The right number registers torpedoes left to be fired. Each player starts with a full load of 6 torpedoes.
3. A DESTROYER will enter from left or right side at random and travel across the screen. Destroyer will descend a little each time it crosses the screen.
4. Each player controls a SUBMARINE which moves up and down by using his PADDLE CONTROL KNOB.
5. Players can fire torpedoes at any time by pressing the SLAM BUTTON.
6. When Submarine is in the BLACK HORIZONTAL BAR, torpedo fires VERTICALLY. When Submarine moves "OFF" HORIZONTAL BAR, torpedo fires DIAGONALLY from home base. If player misses with a vertical shot he can move up and out of the BLACK HORIZONTAL BAR and fire a diagonal shot as the Destroyer moves across screen.

When a player HITS the Destroyer it will SINK to the bottom of screen. A score will then register on the left side of his display. Each player will then be awarded a full load of 6 torpedoes to fire again.

When a player uses all 6 torpedoes, he has to wait for moment to score a hit or Destroyer hits a HOME BASE. Both players will get 6 new torpedoes.

9. Destroyer will continue to move across screen until it comes in contact or "RAMS" with a HOME BASE (2 BARS above BLACK HORIZONTAL BAR). When Destroyer "RAMS" Sub's HOME BASE that player's score resets back to ZERO ("06") and he starts over again to achieve 9 points.
10. The Destroyer will now start again and travel from side to side descending each time it crosses the screen. The first player who reaches a score of "9" points wins game. At end of game both scores will "BLINK". To start new game press RESET BUTTON.



IMPORTANT

BE SURE TO TURN THE GAME OFF WHEN NOT IN USE. IF GAME IS LEFT ON FOR A PROLONGED PERIOD OF TIME, A GAME PATTERN IMAGE MAY BURN INTO THE TV SCREEN.

COLECO

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SPEED BALL – 2 player

To start game — turn power ON.

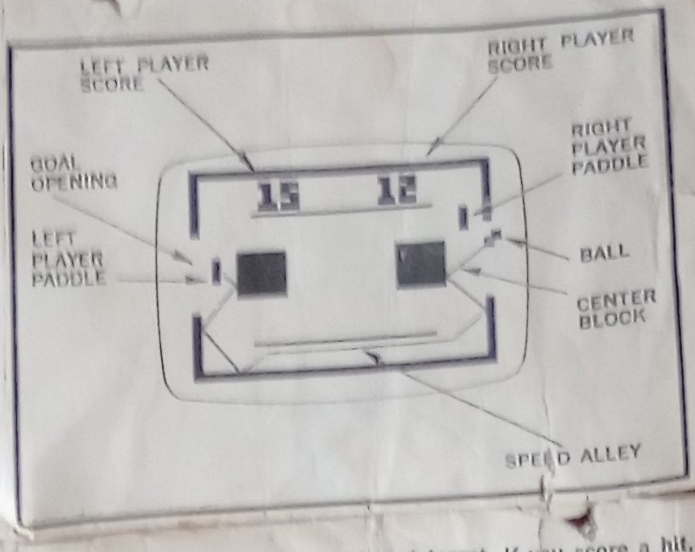
1. Set GAME SELECTOR KNOB to GAME POSITION 2.
2. Game will automatically reset and both score displays will register "00".
3. Each player controls a paddle which moves up and down by using the PADDLE CONTROL KNOB.
4. When game starts, ball will automatically serve. Player tries to hit the ball toward opponent's goal with enough angle so that the rebound will make it difficult for opponent to return the ball. Ball movement varies when it hits boundaries or bouncing in speed alleys and off center blocks toward the goal so players must stay alert.
5. Each player can CATCH the ball when it hits his paddle by pressing the SLAM BUTTON. Too early or too late and you don't catch the ball. This is a skill which must be practiced. The ball will remain on players paddle until paddle is moved. Player can carry the ball on his paddle if he moves the paddle fast enough and by slowing down across the field at odd angles and positions trying to catch opponent off guard for a score.
   A score is made by the ball passing through the goal opening.
6. The RIGHT DISPLAY registers right players score and LEFT DISPLAY registers left players score.
7. Game is over when first score of "21" is reached.
8. To start new game, press RESET BUTTON.

BLAST-AWAY – 2 player

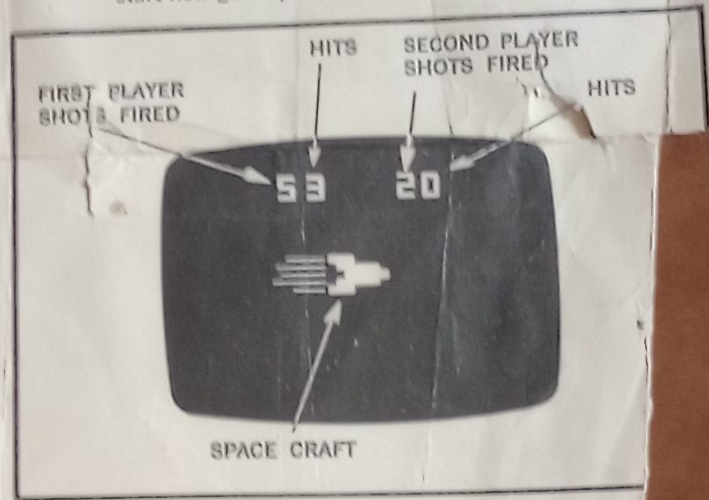
To start game — turn power ON.

1. Set GAME SELECTOR KNOB to GAME POSITION 3.
2. Press RESET BUTTON — Score will blink momentarily. The LEFT DISPLAY registers score for FIRST PLAYER, RIGHT DISPLAY registers score for SECOND PLAYER.
3. Pistol Adjustments. Firing range of pistol depends on TV size and control settings. The smaller the TV, the closer the distance required to fire.
   A. Set CONTRAST or PICTURE CONTROL so that background color is grey.
   MAKE SURE COLOR CONTROLS ARE ADJUSTED SO THAT SCORE IS PINK OR WHITE.
   B. Set brightness for best range. The brighter the target area, the easier to hit. To really test your skill, set brightness and color for darker background.
4. To play, press TARGET START. DO NOT COCK PISTOL.
   IMPORTANT: DO NOT AIM PISTOL AT THE TV SCREEN WHEN PRESSING TARGET START. MAKE SURE GUN IS IN HOLSTER.
5. SPACE CRAFT TARGET will appear moving across screen, changing direction as it reaches screen boundaries.

IMPORTANT: SPACE CRAFT WILL PASS BOUNDRIES WHEN TV ADJUSTMENTS ARE TOO BRIGHT.



6. Quickly aim pistol and fire at target. If you score a hit, part of the SPACE CRAFT will disappear and the RIGHT number in the display will register your hit. The LEFT number will register the shots fired.
   If you "miss", only the number at left will increase to record your shots fired.
7. Each time you hit the SPACE CRAFT, a portion will disappear making it more difficult each time you score. A perfect score is "55", 5 shots and 5 hits. The SPACE CRAFT is completely destroyed and gone from screen.
8. FIRST PLAYER'S turn is over when "5" shots have been fired. SECOND PLAYER must press TARGET START to play.
9. Game is over when "5" shots have been fired by each player. At end of game both scores will "BLINK". To start new game press RESET BUTTON.



NO GAME ON POSITION 4.

IMPORTANT BE SURE TO UNPLUG TELSTAR AC ADAPTER UNIT FROM WALL OUTLET WHEN GAME IS NOT BEING PLAYED.

PLEASE RETAIN THIS GUIDE AND ALL LITERATURE FOR FUTURE REFERENCE